**Krithiga Nagarajan** 

**Summary**

* 5 years of experience in **iOS** mobile application development across Medicine, Games, Real-estate, Education and Business.
* Experience in analysis, design, development, implementation and unit testing iOS mobile application.
* 4 years of experience in 3D and 2D games and application development through **Unity3D** game engine
* 2+years of experience in the development of **Augmented Reality** and **Virtual Reality** applications mainly using unity3D engine and Vuforia.
* Have working knowledge in **AWS**, creating lambda function, working on S3 bucket, DynamoDB and SNS messages.
* Good understanding in iOS, interactive application development and memory management.
* Proficient with common iOS Framework API’s (CoreLocation, CoreData, CFNetwork, MapKit, Accelerate, CoreTelephony, MessageUI, Foundation, UIKit and CoreGraphics).
* 5+ years of experience in dealing with 2D graphics and 3D objects, working on state animations of 3D objects.
* Have lead mobile game and application projects effectively making sure that the process is followed strictly with timely and effective deliverables.
* Have a good understanding of **Software Development Life Cycle (SDLC),** involved in various phases like Requirement gathering, Analysis/Design, Development and Testing. Also knowledge in **Test Driven Development (TDD)** process.
* Have work experience in paired programming.
* Hands on experience in publishing application in App Store and Play Store.
* Playing a pivot role in decreasing errors and identifying improvements to procedures.
* A confident communicator who could convey complex concepts in a clear language and compose reports to a high standard.

**Technical Skills**

**Programming Languages**: Python,Objective C, Swift, Java,C#

**Game Engine**: Unity3D

**Scripting Languages**: JavaScript, HTML5, CSS, XML.

**Development tools**: XCode, Visual Studio, MonoDevelop, Android Studio, Eclipse.

**Database**: SQLite

**Operating System**: mac OS, Windows 10, Android, IOS.

**Frameworks:** Cocos2d-x, Vuforia.

**Others**: SVN, Adobe Photoshop.

**Education**

Bachelor of Engineering– Computer Science Anna University, Chennai. 2012

**Professional Experience**

**Company: RxPrism Health system, Bangalore, India. May 2017 to September 2017**

**Interactive Developer**

**Project: Visalis 500**

**Project Summary:**

Visalis 500 is an interactive application that explains the complete features and working of electrical eye machine most useful for eye surgeons. It involves showcasing 3D model of the machine and animating upon interacting with it. The application involves displaying each and every feature of the through 3D animations. Also, it has attractive and user-friendly UI experience. This project involves variousparts like augmented reality and web experience to the users. This application is developed for desktop, IOS and android applications.

**Roles & Responsibilities:**

* Developed interactive modules of the e-learning application.
* Integration of Vuforia plugin to the project and implementation of augmented reality feature to the project.
* Responsible in integration of the project where different models are created in different system and version of unity.
* Implementation of saving data through JSON and retrieving the data.
* Provided the necessary information of UI to the graphics team and responsible for collecting the accurate UI images for the application according to the client’s requirement.
* Responsible for porting the project to IOS and android devices. Worked on the XCode project to attain the required result of the application.
* Assisted the web team for the integration web pages to the application
* Responsible for Unit testing of modules created in project.
* Worked in a team of four, contributed my part understanding the teamwork completely.

**Thoughtmaqers Technologies pvt ltd, Bangalore, India. July 2016 to May 2017**

**IOS Developer**

**Project: FAUXL-Augmented Reality**

**Project Summary:**

FAUXL transforms physical environment into 3D virtual environment in rich media, in real-time, connecting people to organizations, brands, enterprises, marketers and businesses from industry verticals on the move.  
FAUXL is making breakthrough and change the way billions of people see, feel, experience, interact, influence and help make great decisions, “Connecting All Walks Of Life”. It gives a great augmented reality experience to the user as it allows to scan the markers of the products on the reference and off the reference. It is available to be download both from Play store and App store.

**Roles & Responsibilities:**

* Implementation of augmented reality to the project to showcase the variety of products. Integration of Vuforia plugin to the project.
* Involved in creating interactive and user-friendly UI.
* Implementation of showcasing the product through various products both on the reference and off the reference page.
* Responsible for the release of the product version for each sprint.
* Involved in integrating the unity part of the project to the native IOS and android project.
* Access contacts of device, access device camera, access map through IOS Frameworks (AVFoundation, GoogleMaps, CNContact, MessageUI).
* Implementation of saving data through JSON and retrieving the data.
* Responsible for Unit testing of modules created in project.

**Application Link:**

Play store link:

<https://play>.google.com/store/apps/details?id=com.thoughtmaqers.qapp&hl=en

App store link:

<https://itunes.apple.com/us/app/fauxl/id989833600?mt=8>

**Company: SMAAT APPS and Technologies – Chennai, Tamil Nadu, India. Sep 2012 to May 2015**

**IOS App Developer**

**Project: Renter’s Block**

**Project Summary:**

Renter’s Block is a new real estate marketplace debuting in NYC that empowers consumers, real estate brokers and agents to communicate more effectively with each other through the use of our innovative technology.

Some of the Key features are,

Browse NYC rentals or homes through GPS, typing in an address or drawing a custom region on the map.  
Rate and review properties, brokers and agents – your voice will finally be heard!  
Video chat in real-time with agents and brokers to get a live view of your favorite listings no matter where you are.  
Friend previous tenants or seasoned agents to get the inside scoop before signing a lease.  
Save your favorite listings and searches for future visits to our app or site.  
Receive custom alerts to be the first to know about apartments matching your criteria hitting the market.

**Roles & Responsibilities:**

* Implemented the app navigation logic
* Created the Exiting UI part through storyboard and XIB.
* Responsible to give information about the UI and game graphics to the client and receive it in time.
* Implemented Video calling.
* Implemented sending notifications through app.
* Used frameworks like MessageUI, GoogleMaps, CNContact, CoreData.
* Integrated third party plugins for the in-app purchase, Facebook and twitter sharing.
* Responsible for Unit testing of modules created in project.
* Responsible for shipping app to Appstore.

**Application Link:**

<https://itunes>.apple.com/us/app/renters-block/id1051599625?mt=8

**Project: Fashionistas**

**Game Developer**

**Project Summary:**

Fashionistas a product of Mattel is a Barbie dress up game with ultimate closet. It involves customization of Barbie dresses and looks. It also had a part of building a closet with our own designing ideas.

It was released both for IOS and Android apps

**Roles & Responsibilities:**

* Implemented the UI part of the app.
* Worked in a team of four, contributed my part understanding the teamwork completely.
* Implemented saving data of the attributes through xml.
* Involved in creating sprite sheets for the graphics.
* Responsible for Unit testing of modules created in project.
* Worked on 2D textures, capturing screenshots and saving to gallery.

**Project: Got Island**

**IOS App Developer**

**Project Summary:**

This is a 2D game where we guide the human to demigods and monsters for your powers to grow. Become the god we were meant to be! It was developed in XCode using Cocos2dx framework.

**Roles & Responsibilities:**

* Worked as a team member to understand project requirements
* Created UI for the game.
* Responsible for Unit testing of modules created in project.

**Project: Smart QR & Bar Code Reader**

**IOS App Developer**

**Project Summary:** The most user-friendly QR code and bar code scanner. It can scan and store the QR code and bar code along with the photo. It can scan any type of QR and bar codes.  
If the code consists of website, it will take you to the website within the app. If the code consists of a phone number, it will allow you to make a call or SMS and save the phone number to your address book. And so on.  
It helps to get product descriptions and reviews to help you make the right decision. It is also best used to know the authenticity of the products you scan by differentiating them based on the Barcodes used by real brands.

**Roles & Responsibilities:**

* Worked as a team member to understand project requirements
* Created UI for the Application.
* Accessing camera, accessing contacts, used AV Foundation framework
* Responsible for Unit testing of modules created in project.